

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (currently amended) A method of searching a participant or participants in an online game or online chatting, comprising:

providing, to each of the subscribers, an ID retaining section for retaining an ID to be assigned from a network server, an IP recording section for temporally recording an IP address assigned, when connected to a network, from a provider in which each subscriber subscribes until connection to the network is disconnected, a transmission section to the server, and a control section connected to the ID retaining section, the IP recording section and the transmission section,

receiving participant search information from one of subscribers in starting the online game or online chatting on a the network to which a plurality of subscribers is connected with a the network server as a core, said network server having a log-in monitoring section;

managing a channel and a relation between an the ID and an the IP address of all of the subscribers currently logging-in by the server;

collating attribute information concerning the subscribers stored in the server to the participant search information by the server;

selecting another of the subscribers other than the one of the subscribers corresponding to the participant search information and also currently connected to the network by the server;

distributing participant recruiting information to the another of the subscribers by the server; and

transferring the IP address from the IP recording section and the ID from the ID retaining section in the another of the subscribers to the server, upon acceptance to the participant recruiting information, through the transmission section;

returning the participation acceptance information from of the
another of the subscribers ~~having accepted the recruiting~~
~~information~~ to the one of the subscribers by the server; and

sending a start signal from the one of the subscribers to the
log-in monitoring section, said log-in monitoring section
monitoring until a termination signal is received from the one of
the sscribers.

2. (currently amended) A participant search device used for an
online game or online chatting performed on a network to which a
network server and a plurality of network terminals are connected,

wherein each of the network terminals comprises an ID
retaining section for retaining an ID to be assigned from the
network server, an IP recording section for temporally recording an
IP address assigned, when connected to the network, from a provider
in which each subscriber subscribes until connection to the network
is disconnected, a transmission section to the server, and a
control section connected to the ID retaining section, the IP
recording section and the transmission section, the IP address from
the IP recording section and the ID from the ID retaining section
in at least one of the subscribers being transferred to the server,
upon acceptance to participant recruiting information, through the
transmission section, and

wherein said network server comprises:

a subscriber attribute information storage section for storing
attribute information for network subscribers;

an ID storage section for storing therein IDs of the
subscribers;

a participant selection section for selecting the at least one
of the subscribers satisfying conditions specified in a request
from another of the subscribers with the attribute information
stored in the subscriber attribute information storage section; ~~and~~

a transmission section for transmitting the participant
recruiting information to the at least one of the subscribers;

a control section for receiving a start signal from the
another of the subscribers after the another of the subscribers

receives the acceptance of the participant recruiting information from the at least one of the subscribers, and starting an operation, and

a log-in monitoring section for receiving the start signal through the transmission section of the server and for managing a relation between an the ID and an the IP address of all of the subscribers currently logging-in and a channel

~~, wherein each of the network terminals comprises:~~

~~an ID retaining section for retaining an ID assigned to the each of the terminals from the network server, and~~

~~an IP recording section for temporally recording therein an IP address assigned by a provider to which each of the subscribers subscribes during an online mode until an operation for switching to an offline mode is performed.~~

3. (cancelled)

4. (currently amended) A network server having a communication server section for searching a participant or participants in an online game or online chatting, wherein the communication server section comprises:

a subscriber attribute information storage section for storing therein attribute information for network subscribers;

an ID storage section for storing therein subscribers' IDs;

a participant selection section for selecting at least one of the subscribers with the attribute information having been stored in the subscriber attribute information storage section in response to a demand from another of the subscribers; and

a transmission section for transmitting participant recruiting information to the at least one of the subscribers;

a control section for receiving a start signal from the another of the subscribers after the another of the subscribers receives acceptance of the participant recruiting information from the at least one of the subscribers, and starting an operation, and

a log-in monitoring section for managing a relation between an ID and an IP address of all of the subscribers currently logging-in and a channel.

5-6. (canceled)

7. (currently amended) A computer program for a network server embedded in a computer readable medium for searching a participant or participants in an online game or online chatting comprising the steps of:

retaining an ID to be assigned from a network server in each of subscribers,

temporally recording an IP address in each of the subscribers, said IP address being assigned, when connected to a network, from a provider in which each subscriber subscribes until connection to the network is disconnected;

managing a channel and a relation between an the ID and an the IP address of all of subscribers currently logging-in;

receiving participant search information from one of the subscribers connected to a the network in starting the online game or online chatting on the network to which a plurality of the subscribers is connected with the network server as a core;

collating the participant search information to attribute information for the network subscribers stored in the server and selecting another of the subscribers currently connected to the network;

distributing participant recruiting information to the another of the subscribers; and

transferring the IP address and the ID in the another of the subscribers to the server, upon acceptance to the participant recruiting information by the another of the subscribers;

returning the participation acceptance information for the another of the subscribers having accepted the recruiting information to the one of the subscribers; and

sending a start signal from the one of the subscribers to a log-in monitoring section of the server, said log-in monitoring

section monitoring until a termination signal is received from the one of the sscribers.

8. (previously presented) The method of searching according to claim 1, wherein said managing the channel and the relation includes managing a channel and a relation between servers.

9. (previously presented) The computer program according to claim 7, wherein said managing the channel and the relation includes managing a channel and a relation between servers.